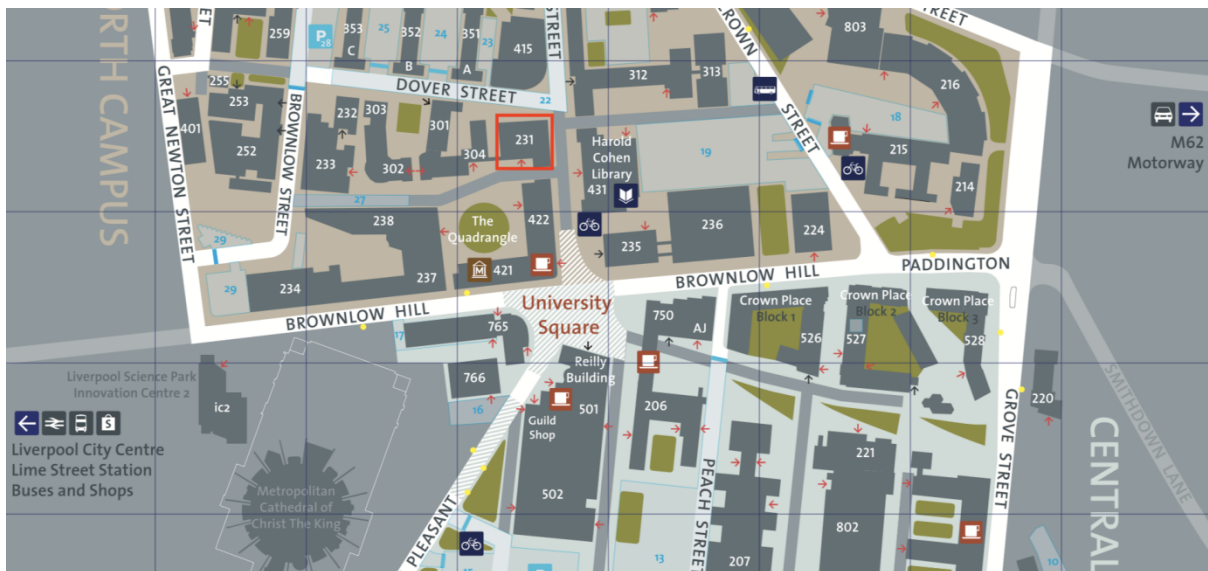# Taster Day Info Sheet 2023

updated 2023-01-09

How to Find Us

If you are coming by coach or minibus the best **drop-off point** is outside the Guild of Students on Mount Pleasant (number 502 on the campus map). Alternatively you can drop off next to the Victoria Gallery on Brownlow Hill (number 421). Please be mindful of traffic when crossing the main road.

Our labs are in the **George Holt Building** (number 231); the entrance is here: https://w3w.co/squad.number.churn. To get there, walk along Ashton Street, past the Victoria Gallery entrance, until you see the arched passage on the left between the Ashton and Holt buildings. Go through the arch and the entrance to George Holt will be on your right. Larger maps at www.liverpool.ac.uk/maps.

Someone should be waiting for you atthe entrace. If not, or if your arrival will be delayed, please call the Computer Science office on 0151 795 4275. There is an internal phone in the reception area (dial 5 4275).

Note that we are **unable to provide parking** on campus. You should arrange your own transport to drop off at 09.50 and pick up at 14.10 (unless your schedule is different). There is a large car park at the bottom of Brownlow Hill (to the left of the map above) which is suitable for minibuses and coaches.

What to Bring

Please **bring packed lunches with you**. Alternatively there are numerous food shops around University Square (Greggs, Subway, Tesco, Starbucks). We will make a room available to you during the lunch break. Please also **bring something to write with you**. We will provide worksheets for each activity.

Computer Access

Our activities take place in our computer labs and will use guest accounts for our computers. Please note that **food and drink are not allowed in the labs**.

Indicative Timetable

Below is a typical schedule for the Taster Days; you will receive a personalized schedule for your day separately.
Please plan to arrive on time to avoid any knock-on delays throughout the day.

10.00 – Arrival & Introduction
10.15 – Taster Lesson 1
11.00 – Outdoor Activity
11.30 – Lunch Break
12.00 – Taster Lesson 2
12.45 – Hands-on Session
14.00 – Departure

The taster lessons activities will be delivered by undergraduate students from our Communicating Computer Science module and cover various CS topics. The outdoor session uses our giant sorting network to teach parallel computation. The hands-on session is delivered by the CS Outreach team and involves some practical programming tasks (using our LEGO EV3 Robots or coded embroidery).